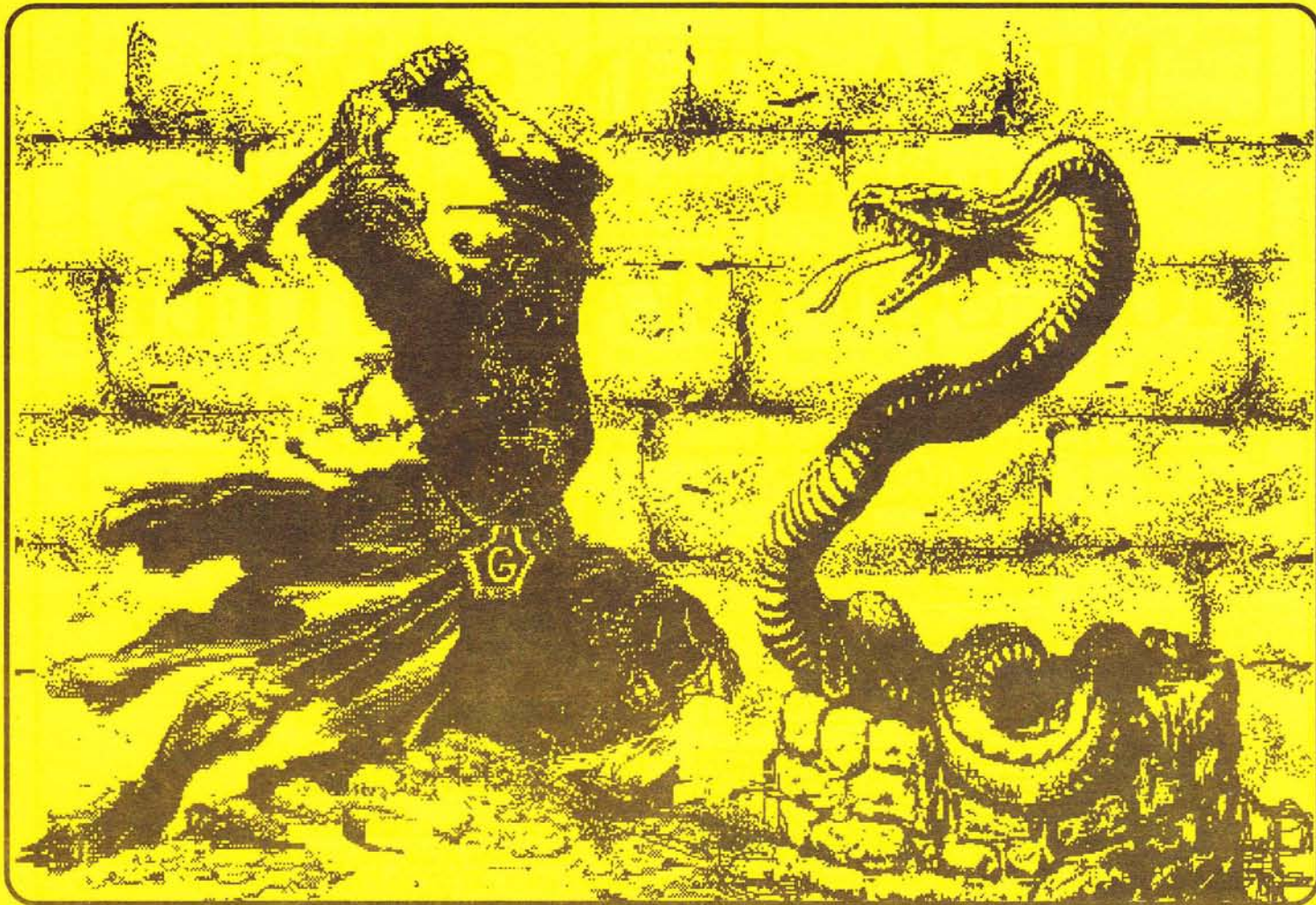


# SLCC Journal

SAN LEANDRO COMPUTER CLUB

February, 1988



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## SLCC JOURNAL

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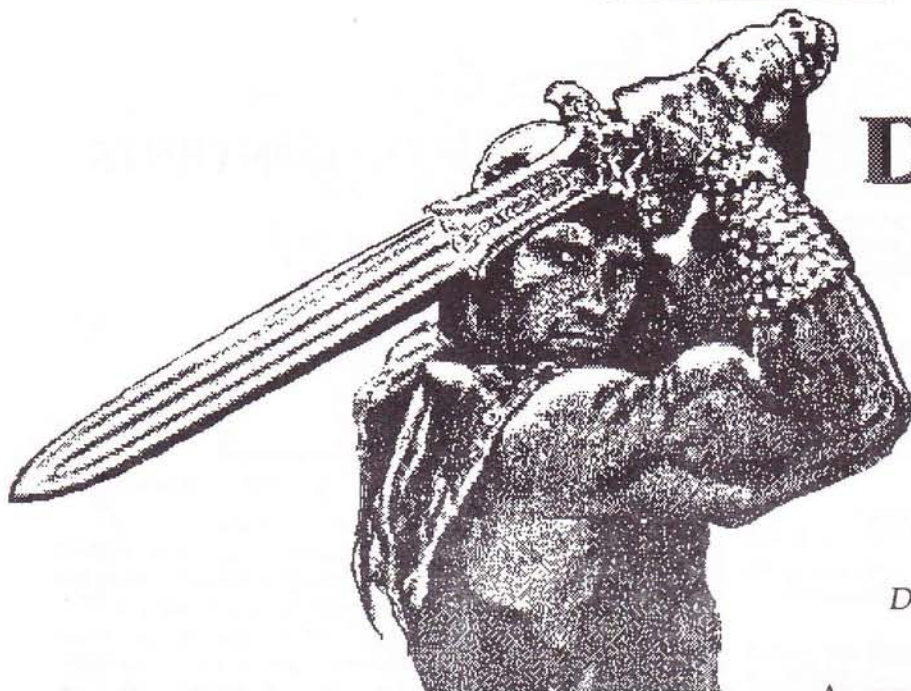
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# Dungeon Madness

*Game review by Frank Klierer*

*Dungeon Master Game Hints  
By Chris Muller*

Dungeon Master has created more excitement than any piece of software in a long time. It has become the main topic of discussion on the various boards I log onto. It was a threat to getting this JOURNAL out to you on time as the majority of computer time around here these days is devoted to plunging deeper into dark caverns crawling with bizarre creatures and perplexing puzzles. All I have to say to those who have complained about how Atari's release of the ST with single sided drives has hampered decent software development, is that they look at this game and recognize what talented programmers can do with limited space. People are buying ST's to play this game. The DM team developed new techniques for creating game addiction. The graphics are great. You can literally run through the corridors (as you sometimes must beat a healthy retreat) without being slowed down with any disk accessing.

For those of us who have given up on the search for truth and are just looking for a good fantasy, this is a good place to escape. The creators of DM are the same folks that created Sundog, which is the only other game that I've taken seriously. As I'm playing DM there is a sense that I'm really there with my chosen cast of characters. There has been more than one occasion when I've rounded a corner only to have chills run up my spine by what I saw. Being a real-time game you must be prepared to deal with situations as they arise, as you can expect your problems to follow you if they are not dealt with properly.

The following information has been gathered from various sources. It is intended to be of some help to you, if desired.

As you descend the stairs you see four great warriors standing ready to greet their less experienced friends. You see a great female warrior with hair of red, dressed in the finest mail and wielding a rather formidable looking axe. The second champion wears mail as well and carries a fine Delta sword. This one is a handsome male with a brown cloak covering his mail armor and lockpicks hanging from his belt. The third champion is a male Elf dressed in chain and leather and wearing Elven boots. Finally, the most beautiful creature you have ever seen greets your eye. She has long black hair, brilliant blue eyes and wears a strange stone necklace. She is dressed in leather and wields a bow with black arrows of slaying.

Before you can speak, the party greets you and says, "Well met, young adventurers. We have journeyed here from the bowels of this wretched dungeon, some 10+ levels in all to help you with the perilous task that you must now face. We will give you our knowledge of this place in hopes that we may all meet and share the glory when the firestaff is retrieved. However, I would warn you that what follows is not for all eyes to see, so if what you see overwhelms you, look away and discover for yourself. Here starts the records of our deeds":

## Level 1:

Be careful of the evil mummies that fill these dark halls, if you must fight them, strike and move or you will surely perish. If you find a chest that lies behind a field of force be assured that you will not get through this defense, however not far away is another way to get to the chest if your swing is strong and your blade is sharp.



## Level 2:

The closing gate may be your best weapon...

### Gem Room:

Watch out for pits ! If you leave something in the right place they won't be a problem. Many vile creatures inhabit this dwelling so be on your guard. If you observe the walls closely you'll find what you need to get past the gem door at the start!...

### The Matrix:

Examine each wall very carefully and your reward will become apparent. Time is of the Essence: smack that button and run 4 left and 2 forward and you will be past your first obstacle. The second requires you to do two things. The first is obvious, the second, well, wind up the old throwing arm...

### The Vault:

The key word in the phrase you will find is "Cast", you should have also found out by now that the ZO spell opens some (HINT) doors. So here's a coin slot...don't be stingy!

### The Guardian:

So you want to know how to get past those gates don't you? Well, I'll guarantee you that can't be done. Yeah, I know, so now how do you get that chest? Those buttons are there for a reason. Follow the chest, be patient, and you will be rewarded soon enough.

## Level 3:

It is here you will meet the monstrous purple worm, so prepare for death! If you are swift, however, you may survive. Circle the worms quickly or strike and move and you may live to see another day. Make sure to run under falling gates QUICKLY!

Check those little slime covered aquaducts, you never know what you might find. I recommend avoiding the shortcut at first because you'll miss a few items and some badly needed experience. It may come in handy later though. Near the end of the level you'll find a prisoner. I need say only this, as long as he remains a prisoner so will you.

### General notes:

Lockpicks are useless (straight from FTL) throw them away if you like. Keep 4 or more chests to store extra food, water, and items. The bow seems

to raise the Ninja level VERY slowly so I recommend you use thrown weapons until you gain a few levels or find the slayer arrows; then the bow is a good choice. As for what is the best party combination, I don't think there is a "best" combination. It all depends on what you like. If you like throwing fireballs all over the place then get lots of mana, if you'd rather slug it out and can't be bothered with mana and spells concentrate more on fighter or fighter- image type characters. Personally, I prefer the slug it out strategy. I use magic only for light, healing, and defense. However, when forced I do cast an occasional fireball or zap an unfriendly non-material being. The best advice here is EXPERIMENT and find out what YOU like.

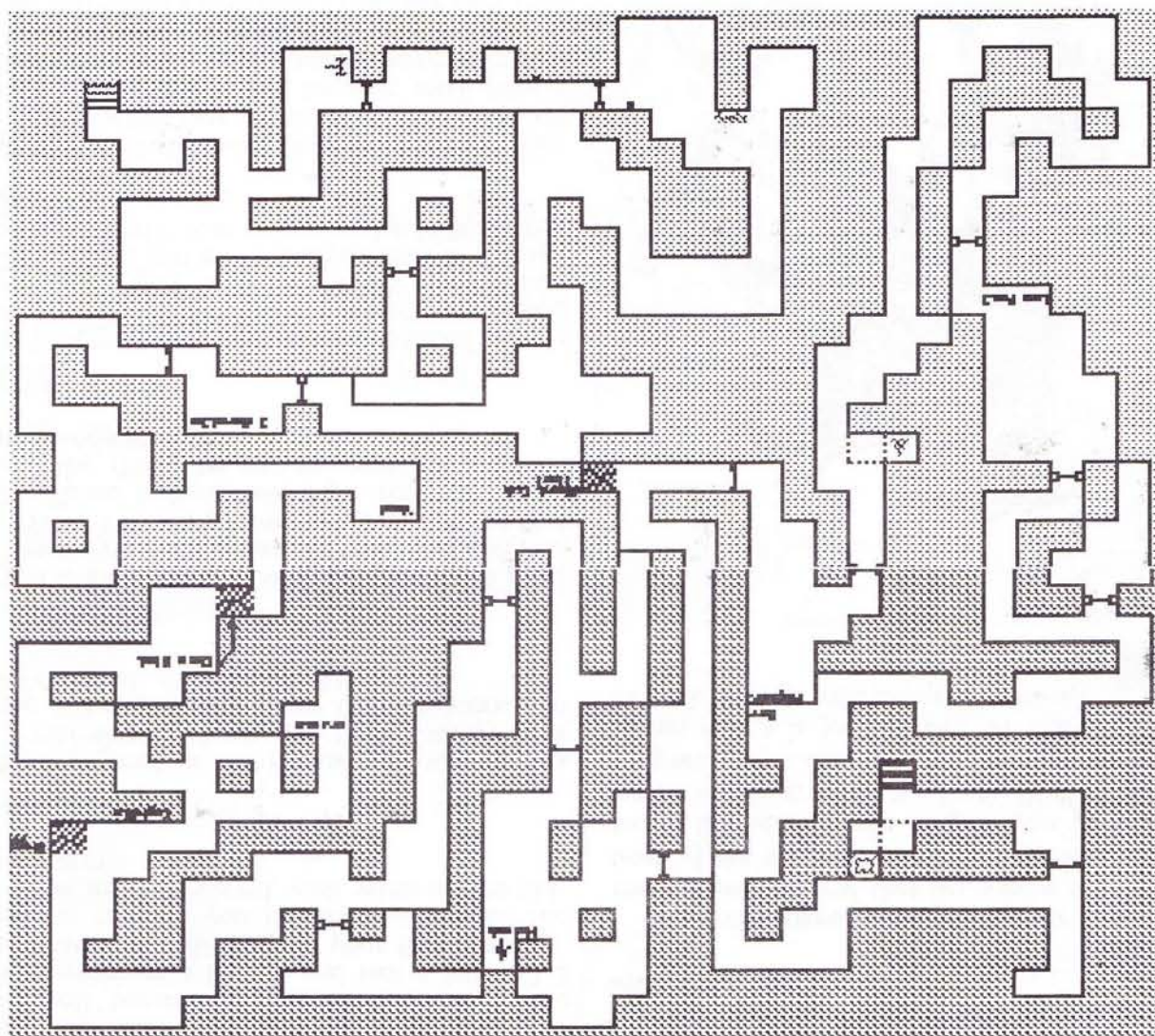
" Brave champions, you now have the knowledge to triumph over the evil that lies within the first three levels of this dungeon. Sonja, Flash, Erion, and Tara would like to wish you luck in your journeys. Our master is known to us as C(hris) Muller, apprentice to great Grey Lord. It is to him that we owe our success and it is for him that we must press on to level 10. Fare ye well, young adventurers."

END





Mapping by Jerry Pack



*The fourth level  
of  
Dungeon Master*



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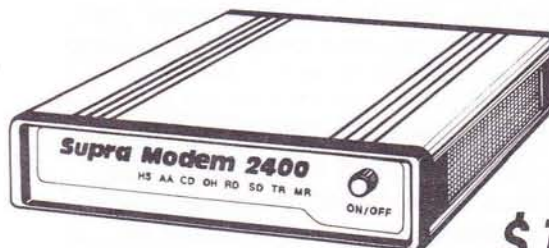


### Now, What?

It is 00:33 on Tuesday, January 26th and I have no idea if this Journal is going to make it to you before the meeting, on time and in one piece. I won't speculate on the accuracy of this issue because I **know** there will be some mistakes. I can only hope that I don't repeat anything like the goof in last month's run. You didn't notice it?? 'Course not! I didn't print what I was supposed to print. Nobody is interested how I managed to drop the article that Akila Redmer submitted, so I'll skip that. Suffice to say that it was an absolutely unintentional error on my part. We have printed the piece as a "Letter to the Editors" in this issue, but without the opening paragraph - *'I would like to thank the SLCC for giving me the opportunity to read Darryl May's review of Marble Madness prior to its publication and for allowing me to submit a complimentary article on the same topic'.*

Sure thing, Akila. Don't mention it. It was nothing, really...

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# Files, Facts & Fun

## CompuServe's SIG\*Atari

by Warren Lieuallen

*Reprinted from Fuji Facts (the Newsletter of the Atari Computer Enthusiasts of Columbus)*

Many of you have heard talk during the meetings similar to "... and I heard on CompuServe..." or "... this new file from CompuServe...". Perhaps you'd like to know just what is this "CompuServe".

Simply put, CompuServe is probably the largest BBS in the country, if not the world! It actually started as a "Rent-a-Mainframe" company, selling time on one of its huge mainframe computers to companies that just couldn't justify the expense of purchasing one of these behemoths themselves. Realizing the potential of the then un-tapped personal computing market, they also sold computer time to owners of smaller, "home computers" (that's you and me!).

This led to the formation of the special interest groups (SIG's), also known as forums. People interested in specific topics (such as Atari computers, or photography, or gardening, or....) each have a specific area assigned to them. With in each forum, a number of different activities take place.

Certainly the two most popular activities are the message base, and the software library. These both really serve similar purposes: the exchange of information and programs dealing with the Atari computers. Here is where the advantage of size is most obvious. Just ask a question in the Atari SIG, and within a day or two, you'll have received several answers. Just think of a task for your Atari; there's a program in the libraries that can do it.

When you're first starting out on CompuServe, everything works via menus. At every level, you are shown all of your choices,

and given a brief explanation of them. These menus are very helpful, because to the new user, CompuServe's sheer size presents a problem in the complexity of its organization. Several hours on-line will be required before you begin to feel comfortable. Although not required, once you do become more familiar with the structure and function of the SIG, you'll probably progress to the "expert" mode, which eliminates all the menus altogether.

As an example, here's the introductory menu to the Atari eight-bit SIG:

CompuServe                      Atari8

WELCOME TO ATARI 8-BIT FORUM, V.  
HELLO, WARREN LIEUALLAN

LAST VISIT: 04-NOV-87 14:52:54  
FORUM MESSAGES: 196605 TO 197247  
LAST MESSAGE YOU'VE READ: 196753

SUBTOPIC(S) SELECTED: ALL ACCESSIBLE

NO MEMBERS ARE IN CONFERENCE.

ATARI 8-BIT FORUM    FUNCTIONS

- 1 (L) LEAVE A MESSAGE
  - 2 (R) READ MESSAGES
  - 3 (CO) CONFERENCE MODE
  - 4 (DL) DATA LIBRARIES
  - 5 (B) BULLETINS
  - 6 (MD) MEMBER DIRECTORY
  - 7 (OP) USER OPTIONS
  - 8 (IN) INSTRUCTIONS
- ENTER CHOICE !

You now select which area of the forum to use. Let's say you want to read some messages.

Select "R" from the menu, and you'll be presented with the following :

- READ MESSAGES
- 1 (RF) FORWARD
  - 2 (RR) REVERSE
  - 3 (RT) THREADS



4 (RS) SEARCH  
 5 (RM) MARKED  
 6 (RI) INDIVIDUAL  
 7 (QS) QUICK SCAN  
 8 (BR) BROWSE  
 ENTER CHOICE !

At this point, there is a bit of a dilemma. Aside from confusion about things like "threads" and the difference between "browsing" and "scanning", the major problem is simply the volume of messages present within the forum. What is most difficult for most CompuServe users to accept is the fact that you simply can't read it all (unless you happen to be independently wealthy!). There are more than 150 messages posted every day; to keep up with all of them would not only require a significant amount of time, it would also drain your finances to a new low!

So, the technique of selective reading becomes important. Luckily, there are several different, and easy ways to do this. I'll leave the details to a future article or demo.

All right, you've read some messages now. One of them mentioned a fantastic new program found in one of the software libraries. So, from the main menu, you pick "DL". Here's what you'll see:

DATA LIBRARIES AVAILABLE:  
 0 GENERAL  
 1 GAMES  
 2 TELECOMMUNICATIONS  
 3 UTILITIES  
 4 GRAPHICS/RLE/PICS  
 5 APPLICATION PGMS  
 6 SOUND & MUSIC  
 7 NEWS & REVIEWS  
 9 BBS PROGRAMS/INFO  
 11 ICD/KYAN/OSS FILES  
 12 SIG OLDIES/CLASSICS  
 ENTER CHOICE !

Once you've narrowed your choice down to one of these categories, you may then directly select the file (if you know its name), or "browse" through the directory. Keywords are used to narrow down your selections, and all files are accompanied by a short description, so you can decide whether to download the file or not.

Notice that several of the choices pertain not to program categories, but to specific companies. These are areas reserved to these software manufacturers for distribution of upgrades, and user modifications to the programs, as well as text files full of helpful information. These areas are also very useful for contacting the manufacturer with any questions you might have. To me, this demonstrates customer support to the extreme!

There's also DL #12, which contains an archive of "The Best of CompuServe". This is where all of the most popular and useful files are placed, making them easier to find. I'm working on compiling a complete directory (with descriptions), and will make it available to the club when it's done.

Another useful area of the forum is the bulletins section. Similar to most private bulletin board systems, CompuServe has some information they'd like you to know. The easiest way to see it is to read the bulletins by selecting "B" from the main menu. Here's how:

BULLETINS  
 1 SHORT  
 2 REGULAR  
 3 CONFERENCE  
 4 DATA LIBRARY  
 5 MEMBERSHIP INFORMATION  
 6 SYSOP ROSTER  
 7 NEW MEMBER  
 ENTER CHOICE !

The short bulletins are displayed the first time you enter the forum; the regular bulletins usually just add more in-depth information for those interested. The data library bulletins are presented used to list the prior week's uploads, which makes it easier to keep current as to what's available in all the DL's.

One of the nicer features of the CompuServe forums is that they can be tailored to your particular needs. By selecting options from the main menu, you're presented with this:

USER OPTIONS  
 [ ] REPRESENTS CURRENT SETTING  
 1 (SM) STOP AFTER MSGS  
 2 (CN) NAME [WARREN LIEUALLLEN]



- 3 (PC) PROMPT CHARACTER [>]
- 4 (ED) EDITOR [EDIT]
- 5 (SU) SUBTOPICS [...]
- 6 (HI) HIGH MSG READ [196753]
- 7 (RE) REPLIES INFO [LIST]
- 8 (UM) USE MENUS [NO]
- 9 (TY) TYPE WAITING MSGS [YES]
- 10 (SK) SKIP MSGS YOU LEFT [YES]

As you can see, you can customize many of the ways in which the forum works. This flexibility is just one of the strong points of the CompuServe forums. They manage to serve just about everyone's needs, and with just a little introductory work, you should be able to get around and find what you want quickly and easily. I highly recommend it to anyone wanting to learn more about their Atari computer.

Don't get me wrong, CompuServe is not perfect. It takes some getting used to, and sometimes it's too large; messages scroll off the message base as quickly as they are posted (if you don't call once a week or so, you may miss a message directed specifically at you). By far the major disadvantage though is cost.

Through a new policy, there is no longer a difference between "prime time" (day time) and "discount time" (evening and weekend) rates. CompuServe's rates are always (as far as I know) \$6.00 per hour for 300 baud, \$12.50/hr for 1200 baud and \$19.00/hr for 2400 baud. These rates are at the high end of the range for similar services, and do not include the communications surcharge (which ranges from \$0.25/hr for a direct-dial CompuServe node to \$2.00/hr for Telenet or Tymnet to \$14.00/hr for Tymnet via Western Union for subscribers in Hawaii!

Although these rates boil down to \$0.10 per minute at 300 baud, and \$0.21 per minute at 1200 baud, they really do add up. It's distressingly simple to call up just to "read a few messages", and end up staying on for more than an hour. Do this every weekend for a year and you just spent over \$300! And I haven't even mentioned the very addicting real-time CB simulator and multi-player games!

I've been a CompuServe subscriber for nearly two years, and I'm very happy with it. It fills a need for information and assistance that I just can't seem to get anywhere else. Got a

question about PaperClip? Why call me when you can leave a message to Dan Moore, one of the program's authors?! Need a utility to remove extra carriage returns, or print double column text, but don't want to write it yourself? For ten minutes download time (approx. \$1.00), It's yours!

It's hard to beat!

[ These are the files that were uploaded to just one of the Data Libraries of the ATARI8 SIG in 1987. I printed this in very small type because of the size of the file. The Utilities Library is three times this size ed. ]

[74005,475]TP32R.DOC/binary 30-Dec-87 2816 72 Keywords: TEXTPRO 32  
SPARTADOS ICD WORD PROCESSOR DOCUMENTATION  
This is the doc file for TP32R.OBJ, a specialized version of the TEXTPRO  
word processor which is designed to take advantage of the special features  
of SpartaDOS. [74005,475]TP32R.OBJ/binary 30-Dec-87 13952  
57 Keywords: TEXTPRO WORD PROCESSOR ICD SPARTADOS  
3.2R This is another "r" version of the TEXTPRO word processor. It  
is designed to operate under SpartaDOS versions 2.x/3.x. Has all the  
features of 2.5r plus subdirectory handling and more. See TP32R.DOC  
[74025,731]BLOCKS.DOC/binary 27-Dec-87 22912 14  
Keywords: AI ARTIFICIAL INTELLIGENCE MICROSOFT BASIC  
BLOCKS Document for the BLOCKS program in BLOCKS.LST.  
Pre-formatted for copying to an 80 column printer by Paper@lip.  
[74025,731]BLOCKS.LST/binary 27-Dec-87 13184 25  
Keywords: AI MICROSOFT BASIC ARTIFICIAL INTELLIGENCE  
Example of Artificial Intelligence on a micro. Runs on any ATARI 8-bit.  
Written in Microsoft Basic-LISTed file. BLOCKS.DOC is doc.  
[74005,475]TP32R.MAC/binary 25-Dec-87 512 30  
Keywords: TEXTPRO ATASCII ASCII RETURN EOL CONVERSION  
SEARCH REPLACE MACRO This is a simple TEXTPRO macro  
file that allows you to convert a text file from ATASCII to ASCII format  
and vice-versa by pressing the START and HELP keys. It illustrates how to  
search and replace return characters from a TEXTPRO macro.  
[70717,701]CALENDAR.BAS/binary 16-Dec-87 18560 66  
Keywords: CALENDAR VIEW ANY MONTH FROM THE YEAR 1582  
TO ANY YEAR IN THE FUTURE. PRINT OUT ANY MONTH OR YEAR.  
USE YOUR 1020 PLOTTER OR OTHER PRINTER.  
[71550,3614]BULLBO.ARC/binary 05-Dec-87 21760 88  
Keywords: SCREENDUMP SCREEN-DUMP GRAPHICS PICTURE  
PRINTER BULLBORD BULLBORD.ARC This is a shareware graphics  
dump program with a large difference. It will do what all the commercial  
programs do plus much more. Prints sideways, inverse, any size including  
wall size. [74620,657]CADXE.ARC/binary 01-Dec-87 38656  
71 Keywords: CAD C.A.D. COMPUTER AIDED DESIGN PLOT  
DRAFTING XE CADXE ARC DRAW CAD < Computer Aided Design >  
files for the 8-bit ATARI. Archived. Plot, draw, design, and modify various  
simple shapes. Documentation available for a fee from the developer (you  
really need the docs to use this properly!). User impression: workable, but  
slow. Each function is stored as a different module, and must be accessed  
from disk every time used. To solve this, place files in ram disk. Suggest  
130XE or upgraded 800XL. [74435,451]CRYPT2.BAS/binary  
30-Nov-87 25472 14 Keywords: CRYPTOSLATE  
CRYPTOSLATE REVISION 8-BIT BASIC CryptoSlate, an aid for  
solving cryptograms without pencil or paper. This is a modified, and (I  
think) much improved version of CRYPTO.BAS uploaded earlier in this  
DL. See CRYPT2.DC for instructions. I'd be pleased to hear from anyone  
who has tried either the original version or this one, or both.  
Stan Harrison [74435,451]  
[74435,451]CRYPT2.DOC/binary 30-Nov-87 7552 12  
Keywords: CRYPTOSLATE CRYPTOGRAM REVISION 8-BIT BASIC DOC  
Documentation file for CRYPT2.BAS. Formatted for 80 column printout.  
Uploaded using Xmodem. Stan Harrison  
[74435,451] [72750,2071]SPRLST.OBJ/binary 22-Nov-87 13056  
62 Keywords: LISTER LIST PRINT PRINTER CHARACTER  
Super Lister 3.0 is a text lister program that will allow the listing of all  
Atari characters to any Epson compatible printer. It also allows the loading  
of alternate character sets and has Perf. Skip function, optional micro line  
spaces between each character, and 4 different line lengths: 38, 40, 53, and  
106 columns (condensed). Super Lister is comparable to Lister Plus and a  
few other listers on the market. [72777,2236]OKIGRA.BAS/binary  
22-Nov-87 896 18 Keywords: OKI 10 GRAPH PAPER  
This is a short, basic program used to print Graph Paper using the Okii 10  
[70717,720]TPCON.FNT/binary 20-Nov-87 1024 48  
Keywords: TEXTPRO CONTROL CHARACTER FONT SET This is a  
font especially for TEXTPRO users. It's standard Atari with one difference.  
The 'control' characters are altered to their lower case equivalent with an  
underline. Especially useful when you're editing TP macros ... name to  
TEXTPRO.FNT on your TP boot disk ... alter with any font editor  
[76703,1052]APR.BAS/binary 11-Nov-87 11136 13  
Keywords: APR ANNUAL PERCENTAGE RATE ANTIC MAGAZINE  
SEPTEMBER 1987 How much do your \$\$\$ REALLY earn? Find out



with Annual % Rate. Originally published in the Sept. '87 Antic. See APR.DOC for more info. From the ANTIC ONLINE Software Shelf (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members. [76703,1052]APR.DOC 11-Nov-87 9731

10 Keywords: APR - ANNUAL PERCENTAGE RATE - INSTRUCTIONS ANTIC MAGAZINE SEPT. 1987 These are the instructions for APR.BAS, the Annual % Rate program from the Sept. '87 Antic. From the ANTIC ONLINE Software Shelf (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members. [76703,1052]STKWRT.ARC/binary 11-Nov-87 8064 6

Keywords: STICKWRITER WORD PROCESSOR ANTIC MAGAZINE MARCH 1986 SAM VOICE A joystick-controlled word processor for those who cannot operate a keyboard. An optional voice module is included. (You need S.A.M. to use this feature). This ARC file contains STIKWRIT.BAS and the SAM handler files. See STKWRT.DOC for full info. From the ANTIC ONLINE Software Shelf (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members. [76703,105]STKWRT.DOC 11-Nov-87 5408 7

Keywords: STICKWRITER INSTRUCTIONS ANTIC MAGAZINE MARCH 1986 Instructions for STICKWRITER, a joystick controlled word processor. See STKWRT.ARC. Originally published in the March '86 Antic. From the ANTIC ONLINE Software Shelf (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members. [76703,406]MCIS3.ARC/binary 04-Nov-87 19456 9

24-Dec-87 Keywords: MCIS CIS COMPUSERVE MESSAGE BASE READER REV 3.0 ACTION SOURCE 1987 Action! source code for rev 3.0 of MCIS (MCIS3.OBJ). This ARCD file contains all but the OSS RunTime routines. Extract the original files with the latest version of ARCX. Bill Aycock [76703,406]MCIS3.DOC/binary 04-Nov-87 15616 32

18-Jan-88 Keywords: MCIS CIS COMPUSERVE MESSAGE BASE READER DOCS REV 3.0 1987 Documentation for rev 3.0 of MCIS (MCIS3.OBJ). Formatted for an 80-column printer; download then copy to P.: Bill Aycock [76703,406]MCIS3.OBJ/binary 04-Nov-87 21248 39

18-Jan-88 Keywords: MCIS CIS COMPUSERVE MESSAGE BASE READER REV 3.0 1987 Download all new messages quickly, then log off CompuServe and read at your leisure. Follow threads, search for keywords, print specific messages, etc. Rev 3.0 - works with any DOS. See MCIS3.DOC for details. Source code in MCIS3.ARC. Bill Aycock [70717,720]TPXP25.TXT 30-Oct-87 3230 35

Keywords: TEXTPRO DOS 2.5 1030 EXPRESS For those using following configuration <only>: XE, DOS 2.5, 1030 MODEM, 1030 EXPRESS v3, TEXTPRO 2.5R ... this text file outlines the steps I use to give myself the ability to switch comfortably between EXPRESS (to capture messages), TEXTPRO 2.5r (to edit), and EXPRESS again (to upload edited stuff) Comments welcome >>>don [70717,720]TPXPST.OBJ/binary 30-Oct-87 384 10

Keywords: DOS 2.5 TEXTPRO EXPRESS 1030 This ML file is a specialized joystick macro driver for 1030 Express (v3) to be used in conjunction with TEXTPRO (using DOS 2.5) ... Please see JOYSTK.DOC in DL2 for details see also TPXP25.TXT... [72750,1014]TXTPRI.ARC/binary 28-Oct-87 33792 100

Keywords: TEXTPRO MACRO SPARTA DOS 2.5 COLLINS RICKE WORD PROCESSOR This series of 3 ARCD files could possibly be the most ambitious program on the SIG. Textpro is CISCs monster word processor, full of features, lots of files, fully supported by docs and help screens. One of the best text editors for the 8-bit Atari. [72750,1014]TXTPR3.ARC/binary 28-Oct-87 29568 85

Keywords: TEXTPRO MACRO WORD PROCESSOR COLLINS RICKE SPARTA DOS 2.5 TEXT EDITOR File 3 of 3. See TXTPRI.ARC AND TXTPR2.ARC. These files pretty well cover the complete, current Textpro system as of this date. [72347,1104]BOWLAID.BAS/binary 27-Oct-87 25344 25

Keywords: BOWLING ASSISTANT TURBO BASIC This is version 1.03 of the BOWLING ASSISTANT program. Replace the BOWLAID.BAS file on your program disk with this version. No other changes are required. Several minor problems are corrected with this version. [72750,1014]FONTS.ARC/binary 27-Oct-87 39680 61

Keywords: TEXTPRO FONT FONTMAKER CHARFONT EDITOR A couple of Public Domain font editors, CHARFONT and FONTMAKER, plus twenty or so fonts ranging from useful to entertaining to down right weird. Load a few of these into Textpro for some good clean fun. [74435,451]LBLPRT.BAS/binary 24-Oct-87 9216 23

Keywords: ADDRESS LABEL PRINTER 8-BIT BASIC PROGRAM LABELPRINT is a program I wrote for a friend to allow printing 1-5 line labels from a DOS 2.0/2.5 file created with a program such as Synfile or any word processor. It was written for a Gemini 10X printer, and I know it also works with Panasonic printers. The printer control codes are commented, so it should be easy to modify for other dot matrix printers. Stan Harrison [74435,451] 8

Keywords: CRYPTOSLATE CRYPTOGRAM 8-BIT BASIC This is a modification of CRYPTO.BAS which allows editing an entered cryptogram before solving it. Load CRYPTO.BAS, enter this listed file and save back to disk. Stan Harrison [74435,451] 82

Keywords: TEXTPRO DOS 2.5 SPARTA WORD PROCESSOR COLLINS RICKE Documentation for Textpro. DeARC this on a disk that is empty except for DOS. Then reboot with an 80 column printer online. This'll take some time, so do it when you have an hour or so to play with the files. reink your ribbon first! [70210,723]BANNER.BAS/binary 20-Oct-87 4608 23

Keywords: BANNER PROWRITER PRINTER 1984 This program creates block letter banners on a PROWRITER printer. It should also work with a NEC, and there are

comments so anyone with an EPSON or other printer should be able to use it. When it runs, just supply it with a statement to print, then align the printer paper to the top of form. Converted to SAVED BASIC from a file uploaded on 21 Jan 1984. [70001,1276]MASTER.BAS/binary 15-Oct-87 19456 76

Keywords: ATARI MASTER DISK DIRECTORY MANAGER 1983 This program is a disk management system using one disk containing filenames and categories for all your disks. Documentation is included in a HELP screen. This contest entry by Allen Webb has been converted to SAVED BASIC from files uploaded on 28 Oct 1983. [70001,1276]TEXTIT.BAS/binary 15-Oct-87 5120 36

Keywords: MINI TEXT EDITOR 1983 A very brief, but handy, mini text editor. Converted to SAVED BASIC from a file uploaded on 19 Feb 1983. [72406,3466]WEATHR.BAS/binary 15-Oct-87 9344 9

Keywords: WEATHER FORECAST BAROMETER BASIC 1984 Forecast the weather for the next 6 to 24 hours. Requires a barometer. Self-explanatory, but see WEATHR.DOC for more info. Converted to SAVED BASIC from a file uploaded on 4 Feb 1984. [74435,451]CRYPTO.BAS/binary 14-Oct-87 20224 15

Keywords: CRYPTOSLATE CRYPTOGRAM 8-BIT BASIC CRYPTO.Slate, an aid for solving cryptograms without pencil or paper. Also allows saving to disk, printing and re-solving. See CRYPTO.DOC for brief instructions. Stan Harrison [74435,451] 12

Keywords: CRYPTOSLATE CRYPTOGRAM 8-BIT BASIC DOC DOC FILE FOR CRYPTO.BAS, FORMATTED FOR 80 COLUMN PRINTOUT. [76703,1052]SEASTO/binary 06-Oct-87 512 33

Keywords: FOOTBALL PREDICTOR GAME Updated season totals file for Footba Predictor. Change filename to SEASTOTL. [76703,1052]WEEK3.TXT 06-Oct-87 1920 37

Keywords: FOOTBALL PREDICTOR GAME Text file; information about Week 3 of the NFL season and about Football Predictor. A "README" doc. [76703,1052]WKDAT3/binary 06-Oct-87 512 29

Keywords: FOOTBALL PREDICTOR GAME Football Predictor data for Week 3. Should be Week 4, but.... Change filename to WKDATA3. [76703,1052]WKNUM/binary 06-Oct-87 128 26

Keywords: FOOTBALL PREDICTOR GAME Football Predictor file. Change filename to WKNUMBER. [73217,2464]BILBOA.BAS/binary 01-Oct-87 14976 70

Keywords: PRINTOUT SCREEN-DUMP UTILITY BILLBOARD POSTER GRAPHICS-DUMP Using an Epson FX-80 or compatible printer, this program will print GR.7+, GR.8, or GR.9 pictures with shading for GR.7+ and GR.9. It will print both upright and sideways. Sizes range from 3" X 4" to giant posters. This is shareware. [73217,2464]BILBOA.DOC/binary 01-Oct-87 13568 68

Keywords: PRINTOUT SCREEN-DUMP UTILITY BILLBOARD POSTER GRAPHICS-DUMP DOCUMENTATION This is the documentation for BILBOARD.BAS. Use the COPY (C) option from DOS to copy this file to your printer. [70707,2344]CREI0.ARC/binary 28-Sep-87 10880 13

Keywords: ELECTRONIC LESSONS BASIC XL MESH ANALYSIS CRAMERS RULE KIRCHHOFFS VOLTAGE LAW Batch files, utilities, and all schematics. See CREI21.DOC for instructions. Extract files with ARCX12.OBJ (in DL 3). [70707,2344]CREI1.ARC/binary 28-Sep-87 29056 8

Keywords: ELECTRONIC LESSONS BASIC XL MESH ANALYSIS CRAMERS RULE KIRCHHOFFS VOLTAGE LAW Lessons 1 through 3; see CREI21.DOC for instructions. Extract with ARCX12.OBJ (in DL 3). [70707,2344]CREI2.ARC/binary 28-Sep-87 29952 7

Keywords: ELECTRONIC LESSONS BASIC XL MESH ANALYSIS CRAMERS RULE KIRCHHOFFS VOLTAGE LAW Lessons 4 through 6; see CREI21.DOC for instructions. Extract files with ARCX12.OBJ (in DL 3). [70707,2344]CREI3.ARC/binary 28-Sep-87 26624 5

Keywords: ELECTRONIC LESSONS BASIC XL MESH ANALYSIS CRAMERS RULE KIRCHHOFFS VOLTAGE LAW Lessons 7 and 8; see CREI21.DOC for instructions. Extract files with ARCX12.OBJ (in DL 3). [72347,1104]BOWLAID.ARC/binary 25-Sep-87 34432 32

Keywords: BOWLING SECRETARY TURBO BASIC This is version 1.02 of the bowling secretary program, the BOWLING ASSISTANT. This version corrects several minor errors in version 1.00. Restore using ARCX onto a disk containing DOS.SYS, DUP.SYS, and the Turbo Basic interpreter (available in DL 3, file name TBCOM.XMO). Read the file BOWLAID.TXT for complete documentation. [72247,666]GOLFSC.ARC/binary 11-Sep-87 28032 8

Keywords: GOLF AND SPORTS RECORD KEEPING BASIC PROGRAM TEN SCORES TO THE HANDICAP This is a Golf Scoring (basic) Program for all golfers who want to keep records of their yearly play. Printer, Disk drive and 48K required. You will need ARCX2.OBJ to uncompact files: RUNTENS.C, TENS.CORE & TENS.CDOC. After using ARCX2.OBJ copy these files to a DOS 2.5 W/DUP.SYS disk, Printout TENS.CDOC and rename RUNTENS.C to AUTORUN.SYS-BOOT with BASIC! Robert K. Brown 72247,666

[70707,2344]CREI21.DOC 08-Sep-87 7907 24

Keywords: ELECTRONIC LESSONS BASIC XL MESH ANALYSIS CRAMERS RULE KIRCHHOFFS VOLTAGE LAW Instructions for a series of electronic lessons covering Kirchhoff's voltage law as carried out with Cramer's rule. Written in BASIC XL - requires some special equipment for optimal use and development. (latest revision #2) Lessons and associated files are in CREI0.ARC through CREI3.ARC; use ARCX12.OBJ in DL 3 to extract the original files. [70707,2344]PREFAC.DOC 08-Sep-87 3045 17

Keywords: ELECTRONIC LESSONS PREFACE TO CREI21.DOC ELECTRONICS FORUM TEACHING Preface to Instructions for electronic lessons CREI21.DOC...wherein the focus of the LEVEL of these lessons is discussed and an ELECTRONICS FORUM is proposed and the whole world is saved... [76317,3644]NFL.ARC/binary 07-Sep-87 14464 115

Keywords: NFL ANALYZER HANDICAPPER ANALOG THE NFL ANALYZER PROGRAM FROM THE SEPTEMBER ISSUE OF ANALOG. CONTAINS ALL THE NECESSARY FILES INCLUDING THE NFL SCHEDULE FOR 1987. USE THE UNARC PROGRAM TO EXTRACT THE FILES. [75076,3576]NXDRFT.CNF/binary 31-Aug-87 256 12

Keywords: STAR NX10 PAPERCLIP .CNF DRAFT This is a new and improved PaperClip .CNF file for the Star NX10 printer. In the standard six lines per inch format, it will give you an almost-perfect one inch border on all four sides of your page. Doesn't work well in eight lines per inch format, however. Default is draft mode. See NXNLQ for a near-letter-quality default. REBEL Stadium (702)435-0786 [75076,3576]NXNLQ.CNF/binary 31-Aug-87 256 14



Keywords: STAR NX10 PAPERCLIP .CNF NEAR LETTER QUALITY  
This is a new and improved PaperClip .CNF file for the Star NX10. In the standard six lines per inch format, you will get an almost-perfect one inch border on all four sides of the page. Doesn't work well in eight lines per inch format, however. Default is near-letter-quality. See NXDRFT for a draft default.  
[73177,2474]LABELM.OBJ/binary 24-Aug-87 14336 32

Keywords: LABEL LABELS PRINTER DISK SPARTA MYDOS The original upload of LM V1.6 Demo had a problem with the Dir function. That has been fixed and the loading time has been shortened. The default menu has been enhanced in the Full Working Vers. SpartaDos and MYDOS are supported. LM lets you design and edit labels onscreen you can save them to disk, you can print them to printer, screen or to disk. You can search the dir, and Group Print and lots more!  
[72347,212]MICROT.BAS/binary 15-Aug-87 10624 24

Keywords: MICROSYSTEM MICROTELE-PRINT FLX Well, I found a few goofs in the print routine which have been corrected in this upload version. Related files are MICRO1.ARC and MICRO2.ARC.  
[76703,1052]TPLESS.ARC/binary 12-Aug-87 13696 76

Keywords: TAPELESS - CONTAINS ALL TAPELESS FILES - ANTIC ONLINE SOFTWARE SHELF Let TAPELESS print your spreadsheets SIDEWAYS (yahoo!). Orig. pub. in the Aug. 87 Antic. NOTE: Your printer MUST be able to use a download character set!

From the ANTIC ONLINE Software Shelf, July '87. (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members.  
[76703,1052]TPLESS.TXT 12-Aug-87 6973 45

Keywords: TAPELESS TEXT FILE - ANTIC ONLINE SOFTWARE SHELF TAPELESS instructions in online (Readable form. Orig. pub. in the Aug. 87 Antic. From the ANTIC ONLINE Software Shelf, July '87. (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members.  
[72347,212]MICRO1.ARC/binary 09-Aug-87 31616 97

Keywords: MICROSYSTEM MICROCHECK MICROMAIL MICROTELE 130XE RAMDISK DESKTOP This is part 1 of 2 .ARC files named MICRO1.ARC and MICRO2.ARC. These make up a 3-in-1 integrated desktop system called "MicroSystem", including Clayton Walnum's terrific MicroCheck, MicroMail, and an offshoot of mine, MicroTele. If you own a 130XE or have a hardware RAMdisk setup which operates as a 130XE would, then you will really like this setup. Use ARCX.COM version 1.2 to "reconstitute" this disk!

Mark Llewellyn 72347,212 [72347,212]MICRO2.ARC/binary 09-Aug-87 24448 94

Keywords: MICROSYSTEM MICROCHECK MICROMAIL MICROTELE 130XE RAMDISK HAPPY Part 2 of 2 .ARC files named MICRO1.ARC and MICRO2.ARC. For the 3-in-1 desktop complete disk, download both files, use ARCX version 1.2 to reconstitute all files, and transfer them to a disk containing DOS.SYS and DUP.SYS (2.0 or 2.5 works best). You should get the following files when complete: RAMDISK.COM, FONT.SYS, AUTORUN.SYS, START, MENU, CHECKBOO, CHECKBAL, CHECKPRT, UTILITY, MICROMAIL, and MICROTEL. Enjoy! Mark Llewellyn 72347,212

[73260,2110]DCATFL.SCR/binary 07-Aug-87 23424 16

Keywords: DISK CATALOGUE The program was written in basic on the 800 and is a complete disk data base, labeling and report system. It will read both SD and DD disks and has a key board input option. Printer codes are MT/80 (Epson), but could be user modified. To use, unscrunch, and use SMARTDOS (c) VER. 6.1D or equivalent only, for autored of SD/DD formats. Read REMS in DCAT.ULT for disk numbering instructions. If you like the program, let me know. Rick Magerko  
[76703,1052]ANTWR1.DOC 03-Aug-87 19834 57

Keywords: ANTIC ONLINE SOFTWARE SHELF ANTICWRITER DOC PART A SIG CLASSIC 1987 ANTIC WRITER, Instructions, part A. Word processor disk bonus from the Jul. 87 ANTIC disk. XL & XE must use TRANSLATOR DISK (side B), FIX-XL, or UltraFix before booting this program. From the ANTIC ONLINE Software Shelf, June 87. (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members.  
[76703,1052]ANTWT2.DOC 03-Aug-87 16719 53

Keywords: ANTIC ONLINE SOFTWARE SHELF ANTICWRITER DOC PART B SIG CLASSIC 1987 ANTIC WRITER, Instructions, part B. Word processor disk bonus from the Jul. 87 ANTIC disk. XL & XE must use TRANSLATOR DISK (side B), FIX-XL, or UltraFix before booting this program. From the ANTIC ONLINE Software Shelf, June 87. (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members.  
[76703,1052]ANTWTR.EXE/binary 03-Aug-87 7552 74

Keywords: ANTIC ONLINE SOFTWARE SHELF ANTICWRITER SIG CLASSIC 1987 ANTIC WRITER. Word processor disk bonus from the Jul. 87 ANTIC disk. X & XE must use TRANSLATOR DISK (side B), FIX-XL, or UltraFix before booting this program. From the ANTIC ONLINE Software Shelf, June 87. (c)1987, Antic Publishing Inc. For the exclusive use of SIG\*ATARI members.  
[72366,316]SOFTBA.BAS/binary 06-Jul-87 16128 29

Keywords: SOFTBALL AVERAGES BASEBALL THIS IS A BASIC PROGRAM USED TO KEEP TRACK OF YOUR PLAYERS AVERAGES. WILL KEEP TRACK OF UP TO 20 PLAYERS. THIS PROGRAM WILL GENERATE ALL THE REQUIRED FILES THAT ARE NEEDED, I SUGGEST YOU USE ONE DISK PER TEAM. PLEASE ALLOW FOR ANY EXTRA PLAYERS YOU MIGHT PICK UP DURING THE SEASON BY CALLING THEM (X-PLAYER) THEN WHEN YOU ADD A NEW PLAYER YOU CAN CHANGE THE NAME X-PLAYER TO THE NEW PLAYERS NAME USING ATARIW/+ SAVE USING ASCII --ENJOY--

[73217,1555]INCOME.SC/binary 06-Jul-87 13034 8

Keywords: CANADIAN TAX TEMPLATE 1986 FOR SYNCALC THIS IS THE TEMPLATE FOR 1986 CANADIAN INCOME TAX FOR USE WITH SYNCALC. SOME CHANGES MAY BE NECESSARY FOR 1987.  
[73147,2620]BIO102.BAS/binary 19-Jun-87 4736 72

Keywords: 1020 PLOTTER BIO BASIC BIORYTHM PROGRAM FOR THE ATARI 1020 PRINTER/PLOTTER  
[72337,2611]SPELLC.OBJ/binary 18-Jun-87 4736 106

Keywords: SPELL CHECKER SPELLER MAGIC GIAMBRA #46 ANALOG

Correction to Magic Spell XL/XE SPELL.OBJ file.

[72347,206]HELP8.SYS/binary 13-Jun-87 640 69

Keywords: HELP8 TEXTPRO HELP8.SYS RAMDISK SCREENS This is the companion file to help8.mac.Rename this file to autorun.sys and transfer to the same disc as textpro.Will copy help screens Mn-12 to the ramdisk (d8:), saving wear on your drive when using the help screens repeatedly.....w.p.iii

[72347,206]HELP8.MAC/binary 11-Jun-87 1664 70

Keywords: TEXTPRO MACRO HELP RAMDISK 130XE This the textpro help macro changed so that you now can use the your ramdisk to hold help screens MN-12.Now when you press HELP or OPTION-#,the screen is loaded instantly from the ramdisk,saving wear and tear on your drive.A simple mod really.Good for new owners to textpro.If you don't have a program to automatically load the files to the ramdisk then D/L help8.sys.Set for d8: 14 sd sectors,x-modem.....w.p.iii

[72750,1245]BUSNES.BAS/binary 04-Jun-87 24832 138

Keywords: BUSINESS HOME FINANCE THIS IS A BASIC LOAD/RUN FILE WITH 15 USEFUL PROGRAMS FROM THE BOOK "BASIC COMPUTER PROGRAMS FOR THE HOME" BY C.STERNBERG OF HAYDEN BOOKS. THE FOLLOWING IS A LIST OF JUST A FEW OF THE PROGRAMS; AMORT TABLE.MO. MORGAGE PAYMENT.SAVINGS/LOAN.US/METRIC CONV.MONTHLY BAR GRAPH.DEC/HEXADECIMAL JUST TO NAME A FEW.

[72337,2611]SMIAINT.OBJ/binary 01-Jun-87 2816 103

Keywords: GIAMBRA #46 SPMAINT MAGIC SPELL CHECKER ML XL XE Magic Spell Maintenance from ANALOG #46. See SPELL.OBJ [72337,2611]SPELL.OBJ/binary 01-Jun-87 4736 120

Keywords: GIAMBRA #46 SPELLER MAGIC SPELL CHECKER ML XL XE Magic Spell from Analog Issue #46 Compatible with AtariWriter & DOS 2.0 Fixed to work with XL/XE's w/out the Translator Disk. <72337,2611>

[72337,2661]TURBDB.CTB/binary 19-May-87 19200 131

Keywords: DATABASE TURBO TURBOBASIC TURBDBAS.CTB is a random access database in compiled Turbo Basic. (Requires XL or XE). See TURBDBAS.DOC for documentation.

[72337,2661]TURBDB.DOC/binary 19-May-87 14336 137

Keywords: DATABASE TURBO TURBOBASIC Documentation for TURBDBAS.CTB, a random access database in compiled TURBO BASIC. This doc file is formatted for 80 column printers.

[74776,71]ADDMAC.ARC/binary 30-Apr-87 7808 74

Keywords: TEXTPRO ADDRESS PHONE LIST ARC 1987 ADDMAC.ARC is a collection of files that can be used with TEXTPRO to keep a handy address list and phone list. Documentation is included. The files have been archived using ARC.COM 1.2. Use ARCX.COM 1.2 to recover the files. [76703,1052]TAX86.TXT 20-Apr-87 10208 19

Keywords: 1040 TAX TEMPLATE - SYNCALC - ANTIC ONLINE SOFTWARE SHELF These are the instructions for Antic's 1986 Tax Template. SynCak Software required. From the Antic Online Software Shelf, March '87. Orig. Published in the April '87 Antic. [76703,1052]TAX87.SC/binary 20-Apr-87 14080 40

Keywords: SYNCALC TAX TEMPLATE - ANTIC ONLINE SOFTWARE SHELF MARCH 87 This is the 1986 ANTIC Tax Template for use with SynCak software. Download & rename to TAX1040.SC

[70717,575]TAX.BAS/binary 10-Apr-87 16768 90

Keywords: TAX TAXES BASIC 80 COLUMNS You don't need expensive equipment and software to find out what good 'ole' Uncle Sam has done to you with the new tax law. Just download the 80 column handler in DL3, load it from DOS, then go to basic and load this program. Computes your tax liability for 1986, 1987 and 1988

[72637,1134]DECryp/binary 03-Apr-87 4352 63

Keywords: CRYPTOGRAM BASIC This is a updated and corrected version of the Decrypto program I uploaded earlier. Use this program to help decode cryptograms. [76703,1052]FOGGER.BAS/binary 23-Mar-87 4992 111

Keywords: FOGGER - BASIC - ANTIC ONLINE SOFTWARE SHELF The San Francisco Fogger, by Charles Jackson. Determines the Fog, Smog and Flesch index of ASCII text files. From the ANTIC ONLINE Software Shelf, Feb. 87. (c)1987, Antic Publishing, for the exclusive use of SIG\*ATARI members  
[76703,1052]FOGGER.DOC 23-Mar-87 5439 78

Keywords: FOGGER - FOG INDEX - DOCUMENTATION - ANTIC ONLINE SOFTWARE SHELF This is the (Readable DOC file for The San Francisco Fogger. From the ANTIC ONLINE Software Shelf, Feb. 87. (c) 1987, Antic Publishing, For the exclusive use of SIG\*ATARI members. [72637,1134]CALC.OBJ/binary 19-Mar-87 1664 230

Keywords: CALCULATOR A pocket calculator for your Atari. This is the object file. Please see Cak.doc for program details. Bob Preston [72637,1134]CALCUL.DOC 19-Mar-87 2105 272

Keywords: CALCULATOR DOCUMENTATION Doc for calculator program. CALC.OBJ Read this before using the program. [72465,1260]EDLIN.COM/binary 19-Feb-87 5504 60

Keywords: SPARTA DOS UTILITY Simple, line-oriented editor for quickpreparation of text and/or batch files. Takes (optional) arguments: (Dx:FILENAME) or (FILENAME) If no argument, you will be prompted. Use ONLY with SPARTA DOS 3.2 Compiled BASIC, PEEKS COMTAB+63, etc. Send comments to CIS 72465,1260

[73177,1502]POWRTY.XMO/binary 08-Feb-87 256 12

Keywords: PAPERCLIP STAR POWERTYPE PRINTER DRIVER This file is a printer driver for PaperClip and the Star PowerType daisywheel printer. The optional font is proportional, and Boldface is shadow printing. There is still room in the user defined commands for what ever you'd like it to do! [76703,1052]BDGTD.BDOC 06-Feb-87 10496 83

Keywords: BUDGET DB DOC FILE - ANTIC ONLINE - SOFTW



## COLORED RIBBONS

There were two booths selling colored printer ribbons at the Oakland Coliseum Computer Fair in October. If you're like me, this is something you usually have trouble finding, so I thought I'd pass on their addresses.

I.P.S. of Pomona, 552 East Foothill Blvd., Pomona, CA 91767 offers Berry, Blue, Brown, Green and Red ribbons for a variety of printers.

American Ink Products Co., 630 E. 10th St., Oakland, CA 94606 advertises Red, Blue, Green, Brown, Purple, Yellow, Orange, Magenta, Silver and Gold. Since they are a local company, recently moved to Oakland from San Francisco, I stopped by their place and ordered one of each color. For some reason, they didn't include the Orange, so I'm not sure whether it is still available.

Their price list also says they have heat transfer ribbons available and they gave me a spool of carbon ribbon to load into one of my old NEC P6 cartridges to see how that would work (it gives marginally sharper, darker blacks than their nylon ribbon black, but they expressed some concern that the print head would not be getting lubricated by the ribbon).

If you have old printer cartridges available, you can have them spool in new ribbons and save some on the cost. Or you can save even more by buying the nylon loops and respooling your own cartridges. If you decide to do that, be careful in taking the old cartridge apart, so you can check the ribbon path. Some cartridges twist the ribbon to get better use of the total ribbon width, so you'll need to see where and how this occurs in the cartridge. The ribbon should come pretwisted so if you don't get it in correctly the twist will eventually come across your print head. I speak here from experience.

American Ink Products says that not all ribbons are available in color, but they seem to have a very large selection. If your printer takes a fairly standard width ribbon, my guess is you can get it in color from A.I.P. They will fill cartridges for you if the ribbon is available but not in stock for your particular printer.

# Make the News

## HEADLINES

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## ATARI SCUTTLEBITS

by Bob Kelly

ATARI! What next for home enthusiasts?

COMDEX has come and gone. In the past, this time of the year was one of excitement for Atari HOME computer owners. New products were announced. The home user was the center of attention. Sales were up and the image of a game machine company was fading fast. Yet, even with the smiles on corporate Atari's face at this year's COMDEX, an air of somber reality pervades the user community. Times are a-changing.

Despite a flood of new products, Atari stock is down to the neighborhood of \$6.50 a share, reflecting a general feeling of uncertainty. Third quarter earnings have been reported and they are lower per share than the same period of 1986. While two-thirds of Atari's sales remain overseas, there is no reason to expect a dramatic expansion in these markets. Foreign sales have been impacted much in the same fashion as in the U.S., consumer expenditures are projected to decline since the stock market crash of October 20. Consensus projected GNP growth for the U.S. in 1988 has nosedived to 1.9%. Last, but certainly not the least, the purchase of the Federated group of stores by Atari could hamper rapid achievement of other short-term corporate objectives by straining cash reserves.

As for Atari's strategy, it appears the game machine is back with a vengeance. Atari is now a retailer and manufacturer of workstations for the scientific, high-end educational, and business markets. However, the 68030 (32 bit) machine is still not ready and the 8 bit user is clearly being lost in the shuffle. To the home user, this all translates into a sense that Atari Corporation has lost its sense of direction. (I have heard this phrase from users more in the last month than any other comment in my four years writing this column). In fact, all that happened is that the home computer user (520/1040 ST) has been relegated to a lesser status. Does it really make sense for the user community to react so negatively? Let's examine a few of the recent developments in more detail before drawing a final conclusion.

### I. COMDEX

InfoWorld covered Atari's display at Comdex in its Nov. 9 issue stating that Atari took aim; "Directly at business and technical markets announcing a slew of new products at COMDEX, including PC clones, a CD ROM player, multiuser software for the ST and Mega lines, and a radical

computing engine based on the Inmos T-800 RISC processor."

The new high-end workstation is called Abaq. It requires at minimum 4 megabytes of DRAM with each workstation expandable to 64 megabytes. The software [Helios] supporting Abaq can read both Ms-Dos floppies and Unix hard disks. This machine, owing to its very high resolution graphics, is reputed to be capable of providing a picture similar to your camera.

The IBM PC clones introduced are replacing those announced last year, but NEVER introduced into the U.S. market (this established Atari as an industry leader in at least one segment of the domestic market - vaporware). Atari's variations on the PC clone are:

| Table 1                  |               |         |
|--------------------------|---------------|---------|
| Clone Type               | Expandability | Cost    |
| PC2 XT                   | 4 slots       | <\$1000 |
| PC4 AT                   | 5 "           | <\$2000 |
| PC5 16-MHZ-80386 machine |               | ?       |

The PC2 and PC4 are Atari machines intended to compete in what is in fact a shrinking market. To illustrate, according to IBM, they have shipped over 1 million of the new PS/2 machines in the last seven months. The new operating system (OS/2) to accompany the PS/2 machines goes on sale this month. OS/2 supersedes the software standard set earlier by IBM. There is little doubt by most analysts that OS/2 is the standard of the future. Thus, much of the new high powered IBM software will not work with the first generation clones such as those being introduced by Atari.

The CD ROM is a product Atari indicated it would like to market more than a year ago. It is capable of being connected to both an Atari computer as well as a stereo system, a pleasant surprise for the audiophile. What software will be available for introduction with this machine remains a mystery.

### II. Third Quarter Earnings

Atari's third quarter 1987 net income rose by 9% to \$9.9 million or 17 cents a share versus \$9.1 million or 21 cents a share in 1986. (The number of shares outstanding rose to 58 million from 47.5 million over the past year.)

Revenue rose by 34% to \$80.4 million from \$59.9 million for the same period a year earlier. Overseas demand was accountable for about two thirds of Atari's total revenue with the 1040ST being the sales leader.

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# Threat To Our Freedom

*Editor's Note:* This new licensing threat will affect you even if you don't use a modem. The Public Domain programs that you enjoy come from Bulletin Boards...

Reprinted from INFO-MAT MAGAZINE.  
"More Trouble Brewing?" by Alan R. Bechtold

I want to tell you about The Cyber Foundation OPUS-CBCS BBS. A couple of weeks ago INFO-MAT affiliate Dave Gentry uploaded the log file of his logon to this BBS to me. He felt there was something about the board that we should all be concerned about. I think he was right to worry. . . According to a text file describing the system, "The Cyber Foundation is a Non-Profit Government Supported System run by The United States Instructional Department... This system is a Test for the Government and FCC," the file reads, "to determine if Bulletin Board Systems, Non-Paying information exchange systems, should be charged for use." A public message to one user on the system, from Cyber Foundation SysOp Chris Regan, explains:

"Government Supported" means, that the Government (US) has paid for (in part) this system's use (Hardware, Telephone Line) and due to restrictions I can only say it is in the Southbury/Middlebury Area ... This is a test," continued Chris in the same message, "to see if Bulletin Boards, their phone lines, and others, should be taxed or have a tariff placed on the information." Within the body of the same message, Chris also explained "I do not work for the Government, but I was approached by them." Sound interesting? There's more. . . In a later public message, Chris Regan stated that "I personally disagree with FCC officials who think the phone lines should be taxed, and have lobbied against it . . . so far," Regan wrote, "the Test has only turned out positively for us. I do feel, however, that there should be a license in order to operate the High Speed modems, and/or all modem communications, very much like the Ham Radio operators."

In the above-cited online message, Regan pointed out the guidelines he felt should be involved in obtaining such a BBS license:

1) "Have a certain type of specific User base, IBM (type) calls IBM (type), Commodore Calls Commodore, and so on. This would mean partitioning areas (is this what the counties are supposed to do?) so all types would be available to the public. And then 1 or 2 'general' systems where they would be able to discuss the aspects of communications."

2) "Must be filed within 30 days of System Opening, due to the fact that some systems go up and down (pirate boards) and are just a 'front' for some other activity."

3) "That SysOp access will be given to the official at a random time to check on the system status, and if it is legitimate."

So, now we have the U.S. Government running a BBS to determine if BBS's should be charged for the information they distribute and the lines they use, whether they should be regulated, HOW their boards are operated and even as to WHOM they offer access to their systems!

An interesting turn of events. . . First, I must point out that BBS's and modem users are NOT "like ham operators." Modems don't use the limited broadcast spectrum of frequencies. BBS's can't be heard by everyone who turns on their modems. They are, in fact, no different than PEOPLE talking to PEOPLE. In fact, they ARE just people talking to people, THROUGH their computers!!! I see no more reason for BBSs to be licensed and regulated than for people who call other people on the telephone to be licensed and regulated. I could be wrong, but this smells a LOT like research to see if our freedom of speech can be tampered with. Either way, the board is there for your perusal and comment. I suggest you call the Cyber Foundation BBS and let them know how you feel. This is your chance to let the U.S. Government know what you think should be done about THEIR perceived "modem problem"!

Call the Cyber Foundation BBS at 203-264-5463.

Their Fido node number, if you want to send NetMail, is 142/444. . . Don't be discourteous! Just look around for yourself and leave comments as to YOUR real feelings about what you have seen.

END



# MicroWorld

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# Letter to the Editors



Dear SLCC Editors,

Although Mr. May's article (Jan. Journal) is quite warranted, I believe it is necessary to clear up some errors that may cause confusion for those of you who play Marble Madness. I think it would also be helpful to offer some more insight into the history of this popular product.

Marble Madness was originally conceived and designed by Atari Games Corporation. It was written in C on a 16mhz 68000 based machine with special hardware. The coin operated arcade game is a kit arcade game that runs on the Atari Game System 1. There are several games that run under that machine including; Road Runner, Peter Pack Rat, Indiana Jones, and Road Blasters.

As most of you know, the Amiga computer uses a very similar graphics chip set to the Atari arcade machines. The Amiga version of Marble Madness was also written in C and took over a year to create. The Amiga is capable of displaying 32 colors on the screen in low resolution. This is a result of having five bit planes available as opposed to four on the Atari ST. The Amiga also has one more voice than the Atari ST and is capable of producing true stereophonic sound. Electronic Arts wisely chose to make use of these capabilities.

The Atari ST version was ported from the immensely successful IBM version of Marble Madness. The graphics were enhanced to make use of the Atari's 16 color display and the sound was improved to make use of the Atari's extra voices. The project was allotted one month of calendar time and was produced by two programmers.

Although Mr. May makes valid points about the weaknesses of Marble Madness on the Atari ST, it is not reasonable to expect the Atari ST to match an Amiga's features. Electronics Art's goals at the time that this project was initiated was to produce an Atari ST version of Marble Madness that is 'fun & playable', has a good user interface, has strong joystick controls (EA research shows that most Atari owners use joysticks to play games), and is worth the money the customer must pay to purchase it.

After reviewing Marble Madness, I came to the conclusion that the joystick play on the Atari version did surpass the play on the Amiga version. Being a major fan of Marble Madness, I find it enjoyable no matter what machine I play it on. It

should also be noted that the Amiga version of Marble Madness sells for 49.95 while the Atari ST version is priced at 34.95.

For the sake of clarification, the following minor details were inaccurately stated in Mr. May's article.

There are seven levels to Marble Madness on the two Atari disks. They include; Practice Maze, Beginner, Intermediate, Aerial, Silly, Ultimate, and The Water Maze.

The Secret Level is reached by making the jump onto the left side of the first screen, stopping in the middle, and allowing the timer to reach 13 seconds. A message will appear notifying you that you are entering the Water Maze. Allow the remaining time to run out and do not move your marble before then.

In order to bring up the hidden Easter Egg in Marble Madness, press and hold down both shift keys and the control key simultaneously, then release the keys and press and hold down the 'c' key. After a few seconds the screen will appear.

David Grady is the product's producer, Rick Moore is a long lost friend of the author's and Brett Durrett is a programmer with InterActive Softworks.

The picture of Will Harvey that appears on the inside cover was not taken with the intent to be published with Marble Madness. Will was not available at the time Electronic Arts needed a picture, so an older snapshot was used. (Will does not look anything like the guy in the picture.)

The final decision about Marble Madness will be made by each individual that decides whether or not to purchase this product. Generalizations should not be made concerning Electronic Art's commitment to the Atari ST. One look at Bard's Tale and some of the new products that EA plans to release for the machine, make it clear that Electronic Arts will become a leader in the Atari ST community.

Akila J. Redmer

V.P. Software Development  
Interactive Softworks

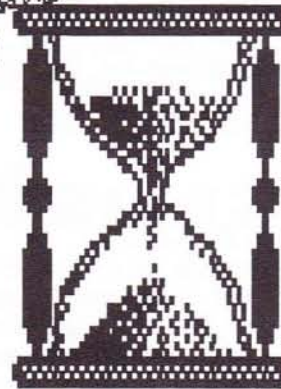
*(If you have opposing views on articles,  
just submit them to one of the editors)*

JK



# Minutes

## from January



**General Meeting January 5, 1987**

Meeting called to order at 8:00 PM by President Barton. Roll Call, Present: Barton, Sawley & Moran. Excused: Hansen (School).

This year the West Coast Computer Faire will be on April 7th through 10th, Thursday through Sunday, at Moscone Center, San Francisco. Volunteers will be needed for this four day show. Contact President Barton at 352-8118.

The current 8bit software chairmen have requested to be replaced; interested volunteers contact any club officer.

John Russell demonstrated the latest demo programs for the ST. Editor and hacker Bob Woolley demonstrated both his new Atari SX551 disk drive and his SF314 ST drive that has been converted for use with his 130XE. Bob reported that the new SX551 drive appears to be a standard IBM style 360K drive that works well and reads and writes in all densities.

Tonight's guest speaker, Darrell May, Consumer Technical Adviser from Atari, held a long and informative question and answer session from which the following items were brought out.

The new Mega's are just now reaching the east coast stores. SX551 8bit drives should be generally available everywhere by the end of February.

ADOS, the new DOS for the SX551 is working and is due soon. The new 8bit game machine is selling well and Atari hopes this will buck up the 8bit line with some fresh software. 80 column card software is not ready yet (Atariwriter 80 and Silent Butler). It was noted that Atariwriter 80 can only be used with the 80 column card. It will not work with anything else.

Atari has not decided on how the Atari Expos will be handled this year. It is in the talking stages at present.

Secretary Moran reminded all members of the new ST beginners SIG and stated he had received a disk from S.P.A.C.E. users group in Tacoma Washington with the newest SX212 modem software that allows direct connection to 8bit computers. S.P.A.C.E. has given all user groups permission to make this software available to their members. The disk will be available in the library next month.

After a short break the President announced the

winner of the programming contest was David Foster with his CAD 8BIT program. David will demonstrate his program next month and it will be available on the floppy of the month.

Being no further business the meeting was adjourned at 10:10 PM.

Respectfully Submitted - Jim Moran - Secty.

END

## Z-PORT™

Terrific Corp is pleased to offer this special offer on Z-Port just to user groups.

Z-PORT is a 24 line digital I/O device for the Atari ST line of computers. Connecting thru the Cartridge port is can access and send information at extremely high speeds. The heart of the Z-PORT is a programmable I/O chip which has a total of 24 digital TTL lines. These lines are arranged in 3 groups of 8 lines. VIA software control these 8 lines can be defined as either input or output. The ports are latched for both output and input so constant updating via software is not necessary.

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For further information contact:

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# February 1988

## SLCC Calendar of Events

| SUNDAY                                                                                  | MONDAY                                              | TUESDAY                                                   | WEDNESDAY                                                 | THURSDAY               | FRIDAY | SATURDAY                  |
|-----------------------------------------------------------------------------------------|-----------------------------------------------------|-----------------------------------------------------------|-----------------------------------------------------------|------------------------|--------|---------------------------|
|                                                                                         | 1                                                   | 2<br>MAIN MEETING<br>8PM<br>San Leandro Public<br>Library | 3                                                         | 4                      | 5      | 6                         |
| 7                                                                                       | 8<br>ST SIG<br>8PM<br>San Leandro<br>Public Library | 9                                                         | 10<br>EXECUTIVE<br>BOARD<br>MEETING                       | 11                     | 12     | 13                        |
| 14<br> | 15                                                  | 16<br>BEGINNER 7:30<br>MUSIC 7:30<br>TELECOM 8:00         | 17<br>EDUCATION<br>SIG 7:30 PM<br>ST SOFTWARE<br>SIG 8 PM | 18                     | 19     | 20                        |
| 21                                                                                      | 22                                                  | 23<br>PASCAL<br>SIG 7 PM<br>BUSINESS<br>SIG 8 PM          | 24<br>ST BEGINNER'S<br>SIG<br>7:30 PM                     | 25<br>BASIC SIG<br>8PM | 26     | 27<br>JOURNAL<br>DEADLINE |
| 28                                                                                      | 29                                                  |                                                           |                                                           |                        |        |                           |

### Now That It's Plugged In....

The SLCC has a Beginners SIG for those who own Atari 8-bit or ST systems and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday at 7:30 PM (8-bit) or the fourth Wednesday at 7:30 (ST) of every month. Call the appropriate SIG Leader for information and directions. See you there....

SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.



# FEBRUARY MEETING

At the next meeting, we will have Gary Newport from the Pascal SIG as our guest speaker. The current issue of COMPUTE magazine has a short piece about Pascal data typing in the Insight Atari column by Bill Wilkinson. Gary will continue this discussion and answer any questions about Pascal or Lisp that we may have. Einar Andrade, our Print Librarian, would like to discuss the publications that are available to all our members. Einar will also be available to field some of the more difficult Pascal issues that may surface.

Dick Scott is currently our General Meeting Program Chairman, has been our GMPC for a number of years, as a matter of fact. He has expressed an interest in having another member take over his position as GMPC. If you would like to represent the Club in this capacity, seek out any officer and sign up!



SLCC

JOURNAL



P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

Next Meeting:

TO

February 2, 1988 • 8 pm

San Leandro Community Library

300 Estudillo Ave

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